

Time Domain (2024)

The gods of time watch over the strands of fate. These deities see many timelines that can be, and many that should never be. Some deities have divinely ordained timelines they believe their followers must enforce, while others merely wish to preserve timelines that protect their followers. Clerics of these deities often devote themselves to long periods of meditation, aiming to glimpse visions of other times, or make pilgrimages to strange destinations that have significance to the past or future.

Time Domain Features

Cleric Level	Feature
3rd	Time Domain Spells, Quickened Recovery, Timeline Glimpse
6th	Time Dilation
17th	Anachronistic Casting

Level 3: Time Domain Spells

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Time Domain Spells table, you thereafter always have the listed spells prepared.

Time Domain Spells

Cleric Level	Spells
3rd	<i>Augury, Dissonant Whispers, Hold Person, Sanctuary</i>
5th	<i>Blink, Counterspell</i>
7th	<i>Death Ward, Fabricate</i>
9th	<i>Legend Lore, Hold Monster</i>

Level 3: Quickened Recovery

You learn to harness the time-warping magic of your deity to regain magical energy more quickly. When you finish a **Short Rest**, you can choose expended spell slots to recover. The spell slots can have a combined level equal to no more than half your Cleric level (round up), and none of the slots can be level 6 or higher. For example, if you're a level 4 Cleric, you can recover up to two levels' worth of spell slots, regaining either one level 2 spell slot or two level 1 spell slots.

Once you use this feature, you can't do so again until you finish a **Long Rest**.

Level 3: Timeline Glimpse

As a Bonus Action, you expend a use of your Channel Divinity to roll 1d20 and record the number rolled. Once within the next minute, you can replace one ability check or attack roll made by you or a creature you can see within 60 feet with the number rolled on the d20. You lose the d20 roll early if you are **Incapacitated** or if you use this feature again.

Level 6: Time Dilation

You learn to alter time to suit your needs. When a creature you can see within 60 feet of you takes an Action, you can take a Reaction and expend a use of your Channel Divinity to force that creature to make a Charisma saving throw against your Spell Save DC. On a failed save, the triggering action does not take effect until the end of your next turn.

For example, if you are fighting a **Young Red Dragon** and it uses its **Fire Breath** action, you can use Time Dilation to try and delay that action. If the Dragon fails its saving throw, then you and your allies have until the end of your next turn to reposition yourselves out of the Fire Breath's Area of Effect.

RULE TIP: REPEATED DILATIONS?

You cannot expend multiple uses of Channel Divinity to delay the same action. In the example above, the **Fire Breath** action has already been taken; thus, when the **Fire Breath** takes effect, the conditions to delay the action using Time Dilation are not met, because the dragon is not taking that action again; it is simply taking effect.

Level 17: Anachronistic Casting

You can temporarily step outside of time to break the laws of magic. Immediately after you take a **Magic** action to cast a spell, you can cast another spell with a casting time of an action (no action required), ignoring the normal rules on casting only one spell with a spell slot per turn. The combined level of the chosen spells can be no higher than half your Cleric level (round down). Immediately after you do so, you cannot take another Action until the end of your next turn, although you can still take Bonus Actions and Reactions.

Once you use this feature, you can't do so again until you finish a **Long Rest**.